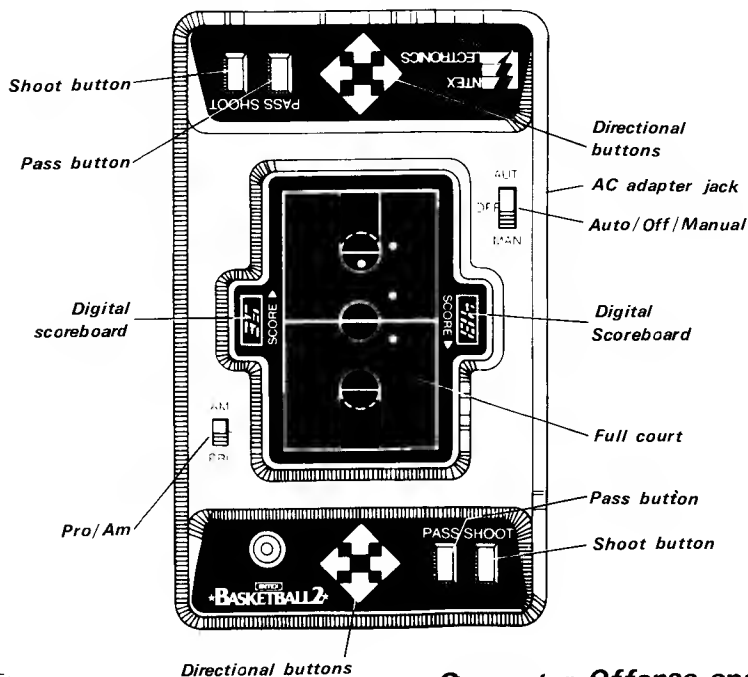




# **ELECTRONIC** ★ **BASKETBALL 2** ★ **HAND-HELD GAME**



**NOTE:**

When you turn game ON, many of the LED's (lights) may come on as in some calculators. Do not be concerned. Simply leave game ON for about 15 seconds, then switch game OFF and ON again.

- **Computer Offense and Defense**
- **One or Two Players**
- **Electronic Sound Effects and L.E.D. Indicators**

No.

6010

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Made in Taiwan

Printed in Taiwan



## **Insert Batteries**

Turn game upside down. Press where shown and slide cover off. Insert 3 'AA' batteries (alkaline type batteries will last longer) Battery positions are indicated inside the battery box. Slide cover on and snap in place.



## **Object of Game**

On offense: try to get as close to the basket as possible and attempt to score by shooting the ball at the basket. On defense: you try to intercept the ball or block your opponents shot. When the automatic timer runs out the game is over. Whoever scored the most points wins the game. To reset slide switch to OFF then to MAN or AUTO.



## **Control Buttons**

- A. PRO/AM-Pick your skill level (Automatic mode only).
- B. AUTO/OFF/MANUAL-Select automatic, manual or turn game off.
- C. DIRECTIONAL BUTTONS-Dribbling is controlled by the four directional buttons. The ball (bright LED) travels one space in the direction indicated for each press on the button. If the offensive player moves out of bounds or runs into a defensive player then the ball goes to the opponent at a point behind his basket. Also if an offensive player fails to move the ball within 3 seconds the ball also goes to the opponent.  
The directional buttons are also used to control defensive movement. When the ball is in the offensive court the defense has one man (dim LED) (See Fig. 1)  
He can move in any direction but cannot leave the offensive court.

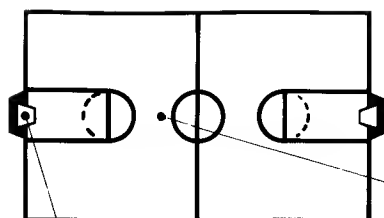


Fig. 1  
Each time a basket is scored or turnover occurs this configuration is displayed. Offense must move within 3 seconds or lose control.

Initial position of defense (dim LED)

Initial position of offense (bright blinking LED, but stops blinking as soon as game starts)

Once the offensive player enters the defensive court two guards appear. The defensive guards pivot around the basket to stop the offense from getting close to the basket. (The closer the offense is the greater the chance of making a successful shot). The movement of these guards is controlled by the LEFT and RIGHT DIRECTIONAL BUTTONS (Forward and reverse are non-functional See Fig 2B).

By pushing the left button they will pivot left and pushing the right button will pivot them to the right (See Fig. 2)

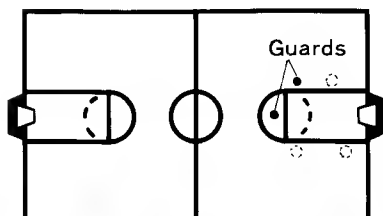


Fig. 2  
When the offense crosses the center line the defense man disappears and two guards appear. The outlined points indicate positions they occupy. Their movement is controlled by the RIGHT and LEFT DIRECTIONAL BUTTONS only.



Fig. 2B  
Only the darkened buttons are used to control the defense.

#### D. PASS BUTTON.

To pass, the PASS BUTTON is pressed and held down. While it is held down the DIRECTIONAL BUTTONS are used to direct the movement of the ball. Once the DIRECTIONAL BUTTON is pressed the LED (ball) will go out and will stay out as long as the PASS BUTTON is held down. Release the PASS BUTTON and the ball reappears at the spot you maneuvered it to with the DIRECTIONAL BUTTONS. While the ball is being passed it cannot be intercepted by your opponent until you reach your

opponents' court. At this point the guards can intercept the ball if you pass it into a position they occupy. Passing out of bounds or failing to move the ball within three seconds will also result in a turnover.

- E. **SHOOT BUTTON.** The SHOOT BUTTON serves a dual purpose. **OFFENSE** — The SHOOT BUTTON is used to attempt to make a basket. A shot can only be attempted in your opponent's court. To shoot, press the button and the ball is released and goes to the basket. An attempted shot will result in a basket, turnover or a rebound (if the shot is made from the area around or inside the key. (See Fig. 3, 4 and 5). A shot cannot be attempted with the PASS BUTTON depressed.

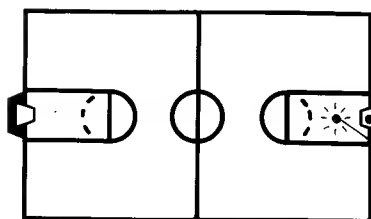


Fig. 3  
If shot is successful 2 LEDs flash 2 times with sound. The ball then goes to your opponent.

LEDs flashing indicates successful shot

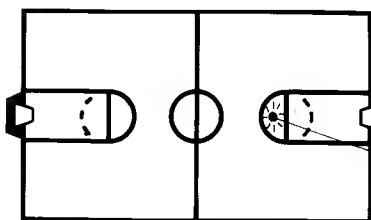


Fig. 4  
If the shot is bad an LED at free throw line flashes once with sound and the ball goes to your opponent.

LED flashes once with sound to indicate shot is bad and defense caught the rebound.

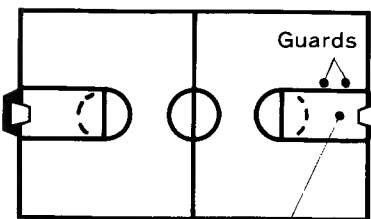


Fig. 5  
If you attempt a shot from around or inside the key and your opponent blocks the shot (see defensive use of shoot button) then you will get the rebound and can shoot again. If you don't shoot or move within 3 seconds, your opponent gains control of the ball.

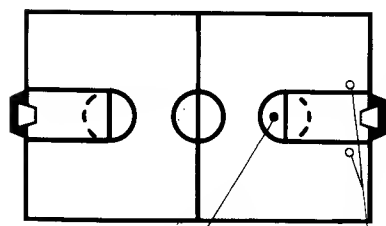
LED lights here to indicate rebound caught by offense.

**DEFENSE** — The SHOOT BUTTON is used by the defense to attempt to block a shot. If the defense pushes the SHOOT BUTTON within 1/2 second after offense pushes SHOOT

then the shot is blocked. If the offense shoots in the area adjacent or within the key and it is blocked by the defense then the offense gets the rebound and can shoot or dribble the ball. If the offense decides to shoot, the defense can again attempt to block the shot by pressing the SHOOT BUTTON within 1/2 second.

#### Additional Features.

- A. Shooting Foul. If the offensive player attempts a shot (presses SHOOT) and one of the defensive guards runs into him within 1/2 second after the ball is released then a shooting violation occurs and two free throws are awarded. If the shot is successful the violation is ignored.
- B. Free throw — If a violation occurs after an attempted shot then a man appears at the free throw line and two defensive men appear under the basket (See Fig. 6). To attempt a free throw the SHOOT BUTTON must be pressed within 3 seconds or else the chance to shoot is lost. If the offense shoots the outcome is indicated in the same manner as a shot attempt (see Fig 3 and 4). Regardless of the outcome of the first free throw the second free throw is carried out in the same manner. After both attempts control goes to the opponent.



Offensive player

Defensive players

Fig. 6

Free throw configuration. If after an unsuccessful shot, this display appears, two free throws have been awarded. The offense must press shoot to attempt the free throw.

- C. Dummy player — When the offensive player enters the defensive court a dummy offensive man (dim LED) will appear to throw off the defense. His position is controlled by the computer, but he will always be located on the opposite side of the court to the man with the ball.
- D. Back Court Violation — Once the offensive player enters the defense's court he cannot move back into his own. If he does this results in a violation and the ball is awarded to the opponent. This also applies to passing into the back court.
- E. Timer — Automatic timer keeps track of time, games last about 5 minutes.

## 4

### **Electronic Sound/Lights**

- A. Digital Scoring – Show points scored for each team up to 99 points each. A basket is worth two points and a free throw is worth 1 point.
- B. LED Indicators – Represent man with ball, back court defensive man, guards, and dummy player. Also shows successful shot, rebound, unsuccessful shot and free throw awarded.
- C. Electronic Sound – Indicates ball movement, attempted shot, successful and unsuccessful shot, turnover, rebound and end of game.

## 5

### **How to Play**

- A. Select PRO or AM. This is for AUTO only and speeds up the action when PRO is selected.
- B. Turn game ON selecting AUTO or MANUAL.
- C. (1) MANUAL – One player controls each end and uses buttons to control offensive and defensive action.  
(2) AUTOMATIC – Player controls the end with the word BASKETBALL 2 on it. The computer controls the other end. The computer acts just like a second player on both offense and defense.
- D. Offense – Use DIRECTIONAL BUTTONS to maneuver ball into position to score without going out of bounds or running into defensive player. Press SHOOT BUTTON to attempt to score. Press PASS and hold down while maneuvering ball with DIRECTIONAL BUTTONS to avoid defense and ball will disappear until PASS BUTTON is released.
- E. Defense – Use all DIRECTIONAL BUTTONS to attempt to intercept offensive player while in the back court. Use left and right DIRECTIONAL BUTTONS while offense is in your court to pivot guards around the key to intercept the ball or stop offense from getting in close for a high percentage shot. Use SHOOT BUTTON to attempt to block shot (must be pressed within 1/2 second after shot attempt).

- F. After time is up the game will signal this with an end of game buzzer and the final score is displayed. High score wins. To re-set game slide switch to OFF then back to AUTO or MANUAL.

## 6

### Care Of Your Game

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
- F. Do not unscrew back. There are no user-servicable parts.

## 7

### Note On Batteries

**BATTERY LIFE :** Be sure to turn your game off whenever it is not in use. We have done all we can to make your game economical, but micro-computers get hungry.

If L.E.D. lights or scoring device become erratic, replace the batteries with fresh ones.

### IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game off when not in use to save batteries.

## LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, **303 West Artesia Blvd, Compton, California 90220.**

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$15.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

### Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:  
**Entex Industries Repair Center  
303 West Artesia Blvd  
Compton, CA 90220**
3. Apply correct postage stamps and insure the unit; then mail.